

DARKWING DUCK

By Sean Tretta

TONE: This is a fun show. It mashes together big ideas and genres: super-hero, sci-fi, action-adventure. It's kid-centric, but with real stakes and a little subversive at times - all with the imagination, humor, and irreverence of the original series.

The original *Darkwing Duck* was a product of its time. Take equal parts Tim Burton's *Batman*, slap-stick cartoons, throw in the quirky irreverence of *Twin Peaks*, then stamp it all with the genre-mashing that we would soon see in *The X-Files* and you have that series.

Having said that, the new *Darkwing Duck* is a reflection of our time, and beyond. Imagine the world of *Darkwing Duck* now animated with the cinematic flare of *The Avengers*. Epic oners. Cool production design. Character-driven humor. We'll take the four-quadrant energy of *Into the Spiderverse* and apply that to the Duckverse.

Now picture all that spectacle with something else - a show with heart, one where adults will spend moments at the end of this season trying not to ugly-cry in front of their seven-year-olds...

We open with **DUCKIE** - a 12 year-old DUCK - Duckie has female characteristics - we'll refer to her as *she*, but she's somewhat non-binary.

She's shy, she's sweet, and she doesn't fit in with the other neighborhood kids - they are conforming to duck social norms. Duckie isn't, she's her own person, she has a big imagination and loves exploration and adventure.

One day, she says goodbye to her mom and dad, and ventures out of her house in suburban ST. CANARD with a new app on her phone that promises to identify *mysterious creatures* in the nearby SWAMP.

We next find Duckie on a small rowboat, when suddenly - there's ripples in the water - then a loud rumble - the water starts to recede all around her. Suddenly, her little boat hits the muddy bottom of the swamp. She leaps out, runs home, bursts through the front door to tell her mom and dad about the *strange* and *bizarre* thing that just happened, and realizes -

The people living in her house are NOT HER MOM AND DAD. They're total strangers.

It's her house. But not her parents and not her life. The people in the house call the police. She tries calling her real parents' cellphones, but not a single number in Duckie's phone works now - it's like the numbers don't even exist.

We next find her in a POLICE STATION. And it's a little like *Zootopia*. It's a mostly duck society. The gerbils are up to no good. The crows have issues with the pigeons. Sanitation is always a hotly debated issue, but aside from these kinds of things, it's mostly a reflection of *our world*.

Duckie's situation is totally bizarre - it seems her parents DON'T EXIST. It's like a nightmare. The cops ask her about any other relatives she might know of, and as Duckie tells them every name she can possibly remember, one name pings on their system...

The cops share a look... *oh shit*, as we CUT TO -

An old building in St. Conard, it looks like a haunted loft on Bourbon Street. It's overgrown with vines outside and sits across from a cemetery - not exactly *welcoming*.

An adult male duck answers the door - it's **DRAKE MALLARD**.

He's a bit ornery and strange. He doesn't trust cops. He's paranoid. A recluse. They ask him if he is aware of Duckie's parents. Drake recollects some distant cousins by the same name, but he hasn't seen them in decades.

But that's good enough for the cops. They present Duckie. Drake is hesitant, "*Are you sure there isn't someone else who can take her?*" Taking in stray ducks isn't Drake's thing, not anymore.

The cops tell him that if he doesn't take her, she's going to the orphanage, and the orphanage is a dark place. Most young ducks from there end up on the streets selling their feathers to "that evil pillow guy" on TV - it's terrible.

Drake reluctantly agrees to take Duckie in. As the cops leave, one cop tells the other, "Did you read the rap sheet on that quack-job? I'm telling you, the orphanage might have been better..."

The inside of Drake's place is dark, messy, and a little creepy. He lives like a hermit and a paranoid obsessive. The walls are lined with EVIDENCE BOARDS with RED WIRES that link together ARTICLES, PHOTOS and - *mostly* - hand-drawn images of CREATURES, ROBOTS, and other STRANGE THINGS. It's like the outpouring of a child's imagination, only - this is all Drake's doing.

Duckie has never seen anything like it, but viewers of the original series will recognize the images as renderings of The Fearsome 5, The Justice Ducks, Vampire Potatoes, etc etc. Plus a new group of dark, mysterious, Men-In-Black-type figures that Drake refers to as -

THE QUACKER JACKERS.

It's all fascinating to an imaginative kid like Duckie, even though everywhere she looks, she finds printed online articles showing that all this is linked together by fringe *conspiracy websites*. Think *8duck*. Not good.

Suddenly, Drake clears a new spot on a wall. He's energized. Exciting shit just doesn't happen anymore. He has a marker. He's suddenly very interested in Duckie. He asks her questions about her life: her favorite color, the name of any pets, her favorite flavor of ice-cream, her school, if she has any latent super-powers, etc...

He's writing all of this down on a board frantically, and for a brief moment, Duckie has hope because it seems like Drake might actually be interested in getting to know her. Then he asks about her parents, *"What was the last thing they ever said to you?"*

Confused, she asks why he wants to know that, and Drake says -

"Because the sooner I solve the mystery of where you came from, the sooner I'll be rid of you."

It crushes her. Drake is a dick. He's spent decades alone and has zero social skills.

She asks if there is somewhere in the house where she can go and be alone. Drake says, "I keep a spare bedroom in the back for...", but then Drake doesn't finish his sentence.

Duckie heads off to the room. Drake sighs. He fucked up, he knows it, but looking after some kid is the last thing in the world that he wants. His heart just can't take it.

Duckie enters the spare bedroom down the hall. It's a kid's room, but it doesn't look like a kid has lived there for decades. There's a few old toys - mementoes from some other kid's happier childhood, and a crayon drawing of Drake and a small FEMALE DUCK. Over Drake's head it says "Dad" and over the small duck's head it says, **"GOSALYN"**.

CHARACTERS – Drake/Darkwing and Duckie

DUCKIE is a character who is trying to find herself. Now she's thrown into a situation where her whole world has been turned upside down and she's lost and needs help.

DRAKE - as we will quickly discover - is the DARKWING DUCK from the original series. It's been a few decades since we last saw those adventures and everything we saw was, and is, CANON -

BUT --- *with a twist* ---

Something happened decades ago - something that turned his world upside down and we will discover - that event, new events that threaten St. Canard, new events that threaten the entire universe, and Duckie's own future, are all connected.

This, is the mystery we will unravel in Season 1.

So... what happened to Darkwing Duck?

He was on the top of his game. The biggest hero in St. Canard with all the adulation his narcissistic mind could desire. He was going to marry the super-hot **MORGANA**. He had defeated all the known super-villains. He won a Grammy for shit he barely put any effort into. But life got kinda boring for him and he found himself needing the juice that had fueled his ego ever since he put on the Darkwing Duck mask.

Then one day, his good friend and side-kick **LAUNCHPAD McQUAK** was testing out a new supersonic light-speed rocket-ship, and DW was like, "I'm in. Let's do it."

It took off, but suddenly, there was a powerful explosion of temporal energy, and Drake woke up in a hospital with a busted skull and a whole bunch of missing feathers.

Launchpad McQuack was never seen again.

As Drake started to get better and spoke about needing to get back to his alter-ego, crime-fighting, superhero ways, people around him started to get very worried.

It seemed Drake was suddenly delusional. The outlandish stories, super-villains, and heroic adventures that Drake raved on-and-on about, were easily debunked by everyone in his life.

The doctors diagnosed him with the most severe mental disorder medical science can bestow upon a duck, he was labeled -

A QUACK.

At this point, with Launchpad gone, and everyone including Morgana ghosting him, Drake turned to the only other person he knew he could trust - his young adopted daughter, GOSALYN.

But as much as she was an enthusiastic, go-getting, and ride-or-die advocate for her father, she just couldn't bring herself to feed into his delusions. None of the adventures Drake spoke about rang as true.

In this moment, poor little Gosayln's childhood was over.

Drake's heart was broken, and he got angry, and bitter, and doubled down on what he believed. He turned to any quack-pot theory that reinforced his world view - that he had been great once, the world had needed a superhero, he was Darkwing Duck, the vigilante crime-fighter who saved St. Canard countless times, even though this world said that none of it was true.

Locked into his own insular information bubble, searching for anything that could reinforce his world-view, he basically became everybody's crazy uncle who believes in QAnon.

Maybe he hurt his head worse than he thought? Maybe everything inside of his brain is a delusion and “Darkwing Duck” is just a fantasy in Drake’s quacked-up mind?

“I’m not crazy,” he would often mutter to himself angrily, “I’m Darkwing Duck!” - which, in a world who doesn’t believe in him, sounds, in fact, absolutely bonkers.

He and Gosalyn tried to remain close over the years, but Drake’s refusal to accept reality drove a wedge between them until Gosalyn became an adult, started her own family, Drake moved into this dank old place in St. Canard, and they rarely speak now.

Does it sound a bit like our world?

Yes, and this may also seem very sad, and that’s ok, because Darkwing and Duckie are about to embark on a fun adventure, full of hope, love, family, and redemption.

This is a big serialized story, however, each episode will have it’s own unique adventure that is connected to the larger arc. Those adventures are our funny and irreverent stories. We’re gonna mash-up crazy things: *Parasite* meets *Mary Poppins*, *Moonlight* meets *Gremlins*, *Nomadland* meets *Vacation*, etc.

We’re going to have fun, but the stakes are real. People are going to try and kill Darkwing Duck, and if he and Duckie aren’t careful, they will.

PILOT

We meet Duckie, see what happened to her, and see her brought to Drake. It’s a tough relationship at first, Duckie is a child who needs love and security and Drake is someone who is extremely bitter and guarded.

Drake - *as the superhero formerly known as DARKWING DUCK* - has an enormous ego and over-inflated sense of self - in fact, what could be more damaging to a character who thinks so highly of himself than to be told constantly that none of it is real? Plus, Drake is getting older, his feathers are starting to thin out. He uses all kinds of shape-wear under his purple blazer. He’s obsessed with trying to be the guy he used to be.

Duckie on the other hand, is trying to figure out who she is going to be.

But crazy things are starting to happen all over the world and especially in ST. CANARD. Out of nowhere, random places start DISAPPEARING. The ground shakes. There’s a loud rumble and all of the sudden, there is a flash of light and then -

An empty CRATER is left in the earth. Buildings and neighborhoods just vanish randomly. Ducks in St. Canard are freaking out, thinking it’s the *end of times*. *Normally it’s the chickens who always think the sky is falling...*

All of this is extremely interesting to Drake and although he has faced nothing but backlash, he's starting to think the world might need, **DARKWING DUCK**. Even though these days, when there's trouble, nobody calls DW.

However, Drake finds an article on one of his fringe websites about a scientist who came home and realized his wife was married to another duck. "He came home and everything was different," Drake says to Duckie, "Does that sound familiar?"

Drake dons the Darkwing Duck costume, takes Duckie along, and they investigate.

As it turns out - the scientist worked at a brand-new state-of-the-art laboratory built by a genius developer named **GLADE MCTOWERS** - imagine Elon Musk but with less tweets and better PR.

McTowers has been raking in BILLIONS developing cutting-edge architecture and science. His buildings range from research labs, electric autonomous auto-factories, aerospace development and so on. Super progressive. Environmentally friendly. It's all DECADES ahead of his competitors. It seems like Glade McTowers is the one who is truly saving the world these days, *not DARKWING DUCK*.

Drake *hates his guts*. It would be his nemesis if Drake actually meant something to this world.

What's more amazing is how fast McTowers builds his buildings. It's his company's most highly-guarded trade secret. His workers constructs a box around his construction sites. NO ONE sees what goes on inside. Days later, the walls come down revealing a fully functioning workplace. It's amazing.

Darkwing and Duckie track down the scientist - let's just call him **BOB**. Bob, like Duckie, was working in the lab one day, heard a rumble, and felt something strange happen. He went home and found someone else sitting at his spot at the dinner table.

But when Bob protested that something was amiss, SHADOWY FIGURES appeared at his door, men and women wearing long coats and hats, sounding like Agent Smith from *The Matrix*. Their leader was a FEMALE MOUSE, plus a DUCK, a DOG, and a tall gangly one that's GOOFY looking... but deadly. They threatened Bob and told him to keep his mouth shut because he was sounding like a "quack", and quacks... *disappear*.

DW knows instantly who these shadowy figures sounded like - THE QUACKER JACKERS.

Now Darkwing thinks he's onto something - although he has arrived at this truth in his usual ass-backwards way, and it's the smarter, more level-headed Duckie, who is driving their investigation.

He and Duckie decide to sneak into the building where Bob worked and try to find out what is really going on in there.

However, they discover that the building is guarded by futuristic ROBOTS that attack them - imagine the comedic Disney version of the 80's film *Chopping Mall* - or if you've never heard of *Chopping Mall*, the Dark Troopers in *The Mandalorian*. These are polite, but homicidal robots trying to laser the shit out of Darkwing and Duckie. He's getting shot in the ass, he's losing a lot of feathers - worse, he might DIE. It's very upsetting.

And just as it seems as though Darkwing and Duckie have met their end, lasers shoot out from the darkness and destroy all the robots. *Who was it? We don't know.* However, Darkwing and Duckie narrowly escape with their lives but fail to discover what is really going on inside the McTower's building.

Also, security footage of them is sent to the ominous QUACKER JACKERS.

But here's our big twist of the pilot - as Darkwing and Duckie are leaving the building, Duckie sees something that blows her mind -

Two shadowy figures are sneaking out of another door in the building at the same time -

It's another *Darkwing Duck*, and another *Duckie*. The strange *Other Duckie* calls out to *Our Duckie* and says, "You need to know something... he's not the real Darkwing Duck!" just as the equally strange *other version* of *Darkwing Duck* angrily pulls her out of sight.

We end the pilot on Darkwing and Duckie, a lost kid, a lost adult, having just seen *other versions of themselves*, and both now on the trail of a mystery threatening to destroy St. Canard, and perhaps, the world itself.

So, what is going on here?

SERIES ARC

More and more of the strange CRATERS begin to appear in ST. CANARD and across the planet. It's causing a world-wide panic. As we've seen, there's nothing funny about a global breakdown of society in a crisis (wink wink)..... *but here, it will be.* Meanwhile -

Drake gets arrested for breaking into the building, and the one who comes to bail him out is -

GOSALYN.

Gosalyn is now an adult with two kids of her own and this isn't the first time she's bailed her delusional father out of jail. Worst of all, she's lost that child-like enthusiasm that we saw in the original series. Like Robin Williams in *Hook*, Gosalyn grew up.

We learn more about the nature of their relationship - Drake isn't allowed to see his grandkids.

In fact, Gosalyn is very concerned that Drake may be corrupting young Duckie, and because of this, Gosalyn becomes a well-meaning adversary in this season. Her father's delusions caused her nothing but heartache in her childhood, and she can't allow that to happen to another kid. Especially another orphan, like she was.

For Drake, it may really suck that the world doesn't see him as a hero, but deep-deep down the worst part is that Gosalyn doesn't either. If we had wondered why Drake was so reluctant to take in Duckie - this is the reason.

Drake makes a promise to Gosalyn not to drag Duckie into any crazy adventures, but as soon as Drake is released, he and Duckie are visited by the QUACKER JACKERS and quickly find themselves *on the run*.

And who are the QUACKER JACKERS? Well, we know one thing – they might work for Glade McTowers.

However, at the end of the first act of our season, Darkwing and Duckie will sneak into another facility and find 2 FUTURISTIC PODS. Something happens and they get sucked into them. The pods start up, and when the hatches open again, Darkwing and Duckie find themselves –

DRUM ROLL...

Exactly where they were before. They head home through St. Canard on webbed-feet, sulking that they haven't found any clues, when Drake spots something that blows his mind -

There is a giant Darkwing Duck mural painted on the side of a skyscraper that says, "Darkwing Duck: Our Hero of St. Canard."

Somehow, the pods have transferred Darkwing and Duckie to an alternate reality. Everything Drake sees reminds him of the life he remembers - the time before the accident with Launchpad that landed Drake in the hospital and turned his world upside-down.

Suddenly, Drake begins to think that somehow, this is home and the St. Canard he's been living in for decades - *the world that thinks he's a quack-pot* - is actually the wrong one.

It makes sense, until he and Duckie investigate further, and see a hero flying through the sky -

DARKWING DUCK.

This may seem like the world where our Drake belongs, but it appears to be inhabited by another DW.

Suddenly, our Darkwing and Duckie are tracked down by - the QUACKER JACKERS.

Turns out - The Quacker Jackers are like interdimensional cops policing people who have slipped into the wrong dimension. They are led by an alt-dimension version of Minnie Mouse, Donald, Pluto, and Goofy, only - these are not the fun, loveable versions that we've see on *Mickey Mouse's Clubhouse* - these are characters... who've seen some shit.

They warn of people/ducks making problems and exposing the increasing fissures between dimensions, and what would happen if Drake were to encounter another version of himself - the very act may unravel the space-time continuum and cause the entire universe to unravel. No matter what, our Darkwing and Duckie learn they must leave this new dimension immediately before something catastrophic happens.

However, just as the Quacker Jackers are about to make life for DW and Duckie very miserable and short, DW and Duckie are swooped from the clutches of the Quacker Jackers by the hero of this St. Canard -

DARKWING DUCK.

They are brought to the lair of this world's Darkwing. However, to DW and Duckie's surprise, this interaction does not cause a paradox that unravels space in time. And the reason is simple - this is not another Darkwing Duck. It's **NEGADUCK**, Darkwing Duck's evil Doppelganger and arch nemesis from an evil opposite negative universe called... the **NEGAVERSE** - btw, this is an actual character and place from the original series.

However, this version of St. Canard is not the Negaverse.

Negaduck simply took over for Darkwing when Darkwing disappeared. Negaduck has actually been kind of retired and resting on the original Darkwing's laurels and fame ever since. This means that this is our Darkwing Duck's original home and proof that he isn't crazy.

Then *our Darkwing* meets Morgana - the sultry duck he was supposed to marry - and there's that uncomfortable moment like that scene in *Face/Off* when Joan Allen has to tell Nicolas Cage (who used to be John Travolta) that she recognizes there's been a body-switch and she has to confess to living as "man and wife" with his arch nemesis. *But we do all that with a kid-filter.*

However, this interdimensional mix-up doesn't explain the vanishing craters throughout the world, nor what happened to Duckie's family. In fact, the same sink-holes that are appearing in the other St. Canards are happening here too. It seems as though the multiverse is springing holes like swiss cheese.

It's a problem that effects everyone in this dimension and every other parallel world.

But in a surprise twist, Negaduck sends our Darkwing and our Duckie back to their version of St. Canard unharmed. *And why would DW's arch nemesis do this?*

It's because when Negaduck assumed DW's life, he also inherited DW's support system. He inherited their love, and that love changed him. Meanwhile, the real DW, who then found himself alone and alienated, became more and more... *negative*. It's an ironic twist of fate, and also a lesson to be learned. If Negaduck can change his ways, so can anyone.

However, now armed with the knowledge that our Darkwing - the original DARKWING DUCK - was robbed of his life decades before by some parallel-universe anomaly - *one perhaps caused by the explosion that coincided with Launchpad's super-sonic light-speed experimental aircraft flight* - our Darkwing Duck is more determined than ever to get back to the dimension occupied by Negaduck - where he - the true DARKWING DUCK - belongs.

The place where his past truly exists and he is revered as a hero.

But, most importantly - the place where *his Gosalyn* loves and respects him.

He had gotten bored decades before, needed new adulation, and screwed up his entire life like a mid-life crisis taken to cosmic levels of disaster.

But what about Duckie's parents? This part is still a mystery. If Darkwing was somehow transferred to an alternate universe, it's likely that the same thing happened to Duckie, the only problem in solving this is that there is a good chance that the dimension where *our Darkwing* belongs and the dimension where *our Duckie* belongs, aren't the same one.

If they achieve their goals, they may not ever see each other again. And that's a complication because -

DW and Duckie are starting to like each other. Duckie is becoming Scully to his Mulder - or at least "George" to his "Lennie", keeping Drake's worst tendencies at bay. On the flipside, Darkwing's larger-than-life belief in himself and heroism help Duckie realize that she has the power to be whatever kind of duck she wants to be. And for someone trying to find themselves, that's very empowering.

And here's a little connective piece that pays off the last moment in the pilot. As they return to their world, and exit out of the lab, they see THEMSELVES, and realize they have returned to their version of St. Canard a few days before they originally left. They grab some laser blasters, shoot all the robots, saving their previous-selves from the pilot - only to be spotted by those same previous selves. Duckie tries to warn her pervious-self about the eventual encounter with Negaduck and yells out, "He's not the real Darkwing Duck," as our Darkwing pulls her away -

This is the same moment we ended the first episode with, but now we understand what that other Duckie meant because we are dealing with *Back to the Future* and *Rick and Morty* levels of interdimensional time-travel. In other words -- no cheating -- every plot point needs to fit together.

They try to get back into the pods, but - *oh no, heartbreak* - the pods aren't there, they have been moved to another location.

And perhaps they have been moved because, as we might have expected all along - someone is onto them.

They soon discover what is at the heart of all of this. It turns out that Glade McTowers, the genius developer, isn't responsible for countless scientific discoveries, except for one -

However, it's a doozy. McTowers has created a device that transfers large objects from one dimension to the other - like state-of-the-art research facilities, etc - and plants them in his version of St. Canard.

Remember how he builds those large super-secretive boxes over his construction sites and then a few days later, some miraculous new building appears inside?

That's what's going on.

Basically, he's stealing breakthroughs from other dimensions. And because this is disturbing the natural order of the universe, the universe is trying to balance things out - that's why places from one dimension are spontaneously vanishing and appearing in another. If you steal a piece of space-and-time from one universe, the universe is going to pluck a random piece back to balance itself out.

McTowers knows this and he doesn't care because he's emotionally wounded, vengeful, and riddled with insecurity.

This will continue exponentially until there is nothing but chaos in the structure of time, and everyone is separated from the ones they love by the splintering of their unique realities.

BTW, we're winking at the issues of truth and perception in our world while doing it.

With a renewed faith in himself, Darkwing vows to defeat McTowers, evade McTowers's Quacker Jackers, reverse McTowers's theft of the universe, and send himself and Duckie home where they belong.

Darkwing Duck is getting his fucking mojo back. The problem is, as we all know, when a narcissist gets their mojo back they turn into - BIGGER NARCISTS, and Duckie starts to worry that DW is more concerned with regaining his fame and notoriety than he is with their bond and helping her get home to her family.

In fact, Darkwing's hubris gets so out of control, that a point comes when Duckie is tempted to betray Darkwing to McTowers for a one-way ticket back home.

Despite his world having been turned upside-down for decades, maybe DW hasn't learned a single thing, and faced with the evidence of his narcissism and hubris, he has to look in the mirror and ask himself a hard question - *was I acting as a hero for the world, or for myself?*

However, Duckie chooses not to betray DW, and in our last episode of Season 1, DW and Duckie will be victorious. McTowers and the Quacker Jackers will be exposed and defeated, and one-by-one, all those places that McTowers stole from other dimensions, the universe will re-align and send them back to where they belong.

DW and Duckie have literally saved humanity from the collapse of space and time, but it's bittersweet because, soon - they will be separated forever.

However, they learn that since they crossed dimensions using the pods, they now technically do not belong to any specific universe, and the only way to get back to the worlds they have struggled so hard to get to, is to get back to those pods and manually choose the dimensions they wish to live in.

Meanwhile, these universal re-alignments are happening spontaneously everywhere - where the places McTowers stole are sent back to where they belong and the empty craters across the multiverse are filled back up -

Darkwing and Duckie race to the last remaining facility where the two pods are kept.

Luckily, they find them, just as the building is beginning to dematerialize around them. But before they can each get inside the two pods, something falls from the ceiling and CRUSHES one of the pods.

Time has run out, and now, only one of them can go home.

Darkwing looks at Duckie, holds her close and tells her that he will miss her and he thanks her - and although he won't be returning to the dimension that is his rightful home, he is grateful for their friendship because regardless - she helped him, find himself again.

Duckie throws her arms around Darkwing and tells him that she loves him and although he will be staying in the version of St. Canard where he is considered a joke and a quack-pot, to her, he will always be the greatest superhero that ever lived.

With that, as time is literally running-out around them, Darkwing leads Duckie into the pod. And as it fires up, and he puts in the coordinates to send her back to her family, she calls out to him, "Remember, you aren't crazy, so you don't have to be mad about it anymore."

And with that, Duckie's pod vanishes.

Duckie suddenly finds herself outside her house, she runs inside, and her parents - who had been worried SICK about her - embrace her with tears of joy.

And even though Darkwing has saved his version of St. Canard - and every other version of the multiverse from the tyranny of a megalomaniac and saved space and time as we know it, like a true hero, nothing is more satisfying than sending Duckie home where she will be safe and loved, even if Darkwing gained nothing from it. It's the most selfless thing he's done in a very long time and that alone feels pretty damn good.

If people don't cry during this scene, they don't have a soul, but wait, there's more...

In our final scene, there's a knock on a door in a nice neighborhood. Gosalyn opens it. Drake is standing in the doorway with his Darkwing hat on. But he takes it off and lowers it humbly...

"I'm sorry," he says, "I spent a lot of years being mad, thinking about myself, living in my own obsessions, and it drove you away. I'm here, asking if you can forgive me."

Gosalyn smiles for the first time in a long time, and invites him in.

MOMENTS LATER - Drake sits with his grandkids and they are enthralled by him and his larger-than life persona, "Let me tell you about the time I defeated a vampire potato or saved St. Canard from The Fearsome 5..." but he catches Gosalyn giving him a look -

So he backs up and says, "Let me tell you an amazing story... that I totally made up."

And because he has gotten past his ego, and realizes there is a difference between being loved and revered, things will be better now.

And just as we think we are going to FADE TO BLACK over this bittersweet reunion - suddenly there is a FLASH and a loud ROAR outside. Drake rushes out and finds **LAUNCHPAD McQUACK** in the same experimental super-sonic light-speed rocket-ship that he disappeared in.

"DW!" he says, "I'm so happy I found you, I've been looking all over for you. This crazy thing travels between dimensions! You gotta come with me, there's danger, and countless worlds that need a hero."

Gosalyn and the kids are standing there, seeing this with their jaws on the ground.

Drake turns to her - both happy to see Launchpad and for Gosalyn to see that he's not a quackpot.

But he's also mindful of the commitment he's made to put his ego aside and make amends.

Gosalyn absorbs for a moment, and then says, "The universe needs you, dad, so you gotta go."

Drake approaches her, takes her hand and says, "There may be other places that need me, but I promise you, this one is home, and I will be back very soon."

With that promise, the two embrace.

Drake then puts on his hat and mask, becoming Darkwing Duck and gets into the experimental craft with his crazy friend, "Hit it Launchpad," he says, "Let's get dangerous," which will be the first time we hear him say it, all season.

Launchpad hits the throttle - and they blast off into Season 2.

DARKWING DUCK

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110V591

Written by:
Sean Tretta

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CONFIDENTIAL -- DO NOT DUPLICATE

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DISNEY TELEVISION ANIMATION

Disney
DARKWING DUCK
ANIMATION TEST
110V591

CAST REPORT

<u>Character</u>	<u>Total Dialogues</u>
DARKWING DUCK	42
DUCKIE	23
NEWSCASTER #1	1
NEWSCASTER #2	1
NEWSCASTER #3	1

Disney
DARKWING DUCK
ANIMATION TEST
110V-591 Shipped Animatic Conform Draft (11/16/23)
(Edit V008 Shipped Animatic 2023-11-16)
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INT. A DARK "LAIR" SPACE - ST. CANARD - DUSK

An EVIDENCE WALL full of clues, mugshots, but most of all -

There is big STICKY NOTE at the center that reads "WARM UP THE ROCKET". Around this note there are other sticky notes with arrows pointing to it, signaling its importance.

OTHER STICKY NOTES REMINDERS: "CLOSE ENERGY PORTALS", "TAKE YOUR PROBIOTICS", "PORTALS = DEATH!", "REMEMBER THE ROCKET!", "BUY BREAD", "DUDE, FLUSH!", "DID YOU REMEMBER THE ROCKET!", "TELEMARKETERS ARE NOT FRIENDS", "LEARN PRONOUNS!", "DID YOU SEE MY NOTE???", "ROCKET! ROCKET! ROCKET!", and finally, "BUY MORE STICKY NOTES". Suddenly -

ALARMS! SECURITY MONITORS, "DANGER: INTER-DIMENSIONAL DISTURBANCE IN ST. CANARD!" over GRAPHICS of MASSIVE ENERGY RINGS hovering over the city and a cacophony of NEWS REPORTS -

1 NEWSCASTER #1
Breaking news - we're getting reports of disturbances in the skies above St. Canard...

2 NEWSCASTER #2
It's like a massive energy storm!

3 NEWSCASTER #3
What just came out of that thing?!

Suddenly, a voice from another room, as -

4 DARKWING DUCK (V.O.)
Danger. Disaster. Destruction...

DARKWING DUCK Winces in pain as he kicks in the door.

5 DARKWING DUCK (V.O.)
Luckily, this city has one last beacon of hope...

He takes a **SIP** from his coffee cup - **EUGH!** - disgusted by his drink he dramatically tosses it against a wanted poster of himself - CRASH!

6 DARKWING DUCK
The terror that flaps in the night!

He grabs his superhero suit, puts on his hat and with his cape we WIPE TO -

I./E. ELEVATOR / ROOFTOP - ST. CANARD - MOMENTS LATER - DUSK

Darkwing rides a FREIGHT ELEVATOR to a tall building's roof, each word punctuated by the *swoosh* of his kung-fu-warm-up.

7 DARKWING DUCK (V.O.)
*The scourge of darkness! The
Careless Whisper in the Ear of
Evil!*

Light from the opening doors illuminates his narrow eyes, as -

8 DARKWING DUCK
*The hero and protector of St.
Canard! DARKWINGGGGGGG DUUUU-*

Suddenly, a GIANT ALIEN TENTACLE grabs him by the throat <CHOKING THE LIFE OUT OF HIM> and yanks him up into the air as he SCREAMS. Behind him are OTHER TENTACLES protruding from OPEN INTER-DIMENSIONAL PORTALS in the sky.

THUD! He hits the ground as we reveal DUCKIE APPELEYARD - super-hero-action-ready - with her laser-capable POWER GLOVE -

9 DARKWING DUCK (CONT'D)
(Woozy from the fall)
Nice work Duckie!

She wipes her brow - she's been at this a while - and turns to DW as she BLASTS something offscreen without even looking-

10 **DUCKIE**
(to Darkwing)
DW, where have you been!

Duckie grabs the woozy Darkwing by the collar and pulls him through PURE CHAOS on the ROOFTOP: A GIANT GODZILLA-FLIPPER stands half-out of a PORTAL. A BUS from a BALLOON DIMENSION floats by -

11 **DUCKIE** (CONT'D)
You forgot to shut off the inter-
dimensional portal generator!
(lasers a tentacle)
Didn't you see my sticky note?!

12 DARKWING DUCK
(supreme confidence)
Absolutely!

13 **DUCKIE**
 (lasers a few more
 tentacles)
And then you forgot anyway?!

14 DARKWING DUCK
 (supreme confidence)
Also *absolutely*!

15 **DUCKIE**
 (dismayed)
Ugh... we gotta find a new
system... Come here, look!

She pulls him to the edge of the building. <ALARMS AND PANIC>
everywhere. She starts running through the DATA on her POWER
GLOVE.

16 DARKWING DUCK
Well, It's not as bad as last
time...

CRASH! The GIANT FLIPPER crushes a car on the street below.
We hear screams from terrified citizens and car alarms
BLARING O.S.

17 DARKWING DUCK (CONT'D)
Okay, It's worse than last time.

Duckie checks data on her glove and then points to the sky -

18 **DUCKIE**
We gotta get up there and close
THAT portal!

Cut to a dock-style shot zoom in of Glade Towers and the
beams that's opening a portal at the center. More <PANIC and
ALARMS> from below. Danger and destruction escalates in the
sky. Things are bad.

19 **DUCKIE** (CONT'D)
 (worried, dramatic)
If we don't, the entire city will
be destroyed in minutes...

Darkwing processes the stakes silently, then -

20 DARKWING DUCK
Minutes?! ...HA!

His cape hits her as he heads back into the darkness of the
ELEVATOR.

21 DARKWING DUCK (CONT'D)
I can work with *minutes*!

22 DUCKIE
Oh no...

BOOM! - she rushes as the skies become more violent and deadly.

23 DARKWING DUCK
C'mon, I've got this situation
totally under control!

The ROAR of an engine inside the elevator suggests something awesome. Bright headlights illuminates Duckie's face.

24 DUCKIE
(Under her breathe)
Not the Rat-Catcher. Not the Rat-Catcher.

A shoddy (but lovable) MOPED with a ROCKET ENGINE, WINGS, and a SIDECAR ("RC2", aka The "RAT-CATCHER 2") emerges. The front Hub cap pops off and rolls off screen.

25 DARKWING DUCK
The Rat-Catcher!! And...

Suddenly, Darkwing hits a button and an absurdly large and dangerous LAUNCH-RAMP rises from the roof beside her.

26 DARKWING DUCK (CONT'D)
The Rat-Launcher!

She makes a face - no way - but - BOOM! Another eruption in the sky. No time to waste. Duckie charges to the bike. Gets in -

27 DUCKIE
(TEEN PANIC)
DW - I want to trust you but I also
don't wanna die

28 DARKWING DUCK
Oh please, What do I always say?

Duckie looks at him, answering his question sincerely -

29 DUCKIE
*It's not the fedora that makes the
duck, it's the duck that makes the
fedora?*

30 DARKWING DUCK
No...

He then leans in for a FIST BUMP with a crazed death-wish -

31 DARKWING DUCK (CONT'D)
Let's get dangerous...

She looks at his fist. Contemplates dying young, then -

32 DUCKIE
Okay fine...

Duckie bumps him back and they both do a special duck handshake. After she quickly puts on her SEATBELT and HELMET.

33 DUCKIE (CONT'D)
*but this time, I choose the music
we crash to...*

CLOSE ON her playlist: Duckie's "We're Going to Crash" Playlist. Duckie hits a button - HER PUNK ROCK BEAT drops as **BOOM!**

33A DARKWING DUCK
(Reacting to the BOOM!)
AH!

DW fires up the RC2's engine, AMPED, MANIACALLY. But suddenly-

33B DARKWING DUCK (CONT'D)
Woo-hoo!

34 DUCKIE
Wait - did you remember to warm-up
the rocket first?

35 DARKWING DUCK
*Warm up the rockets? Since when do
we have to-*

WHOOSH! The RC2 launches and falls over the edge without the use of it's sputtering rocket engine.

36 DUCKIE
You didn't warm up the rocket!!!!

37 DARKWING DUCK
Whoa! Whoa! Whoa!

They vanish <SCREAMING> as - A LONG BEAT. SILENCE. Then - ZOOM! They fly back into frame on the RC2's FIRED UP ROCKET, dodging ABSURDITIES in the sky!

38 DARKWING DUCK (CONT'D)
Flipper!

39 DUCKIE
Badger!

40 DARKWING DUCK, DUCKIE
(In Unison)
BALLOON BUS!

They both scream in panic. DUNK! The RC2 hits the balloon bus, sending it out of control as DARKWING and DUCKIE embrace each other <SCREAMING IN TERROR> -

SMASH TO TITLE -

"DARKWING DUCK"

TAG

EXT. BALLOON PHYSICS DIMENSION - MOMENTS LATER

Darkwing, Duckie, and the RC2 speed down from a portal like a comet and hit the new dimension's surface -alive, but now made of BALLOON-ANIMAL MATERIAL with HELIUM VOICES.

41 DARKWING DUCK
We're alive! See?... I have this
situation totally under control!

But Darkwing spins/floats out of frame propelled by a *farting* sound -

41A DARKWING DUCK (O.S.) (CONT'D)
WHHOA WHOA WHOAAAAAAAAA-

42 DUCKIE
(sighs)
We're gonna die here.

As we - SMASH TO BLACK.

ALTS

7 DARKWING DUCK

(Line 7 ALT)

*The scourge of evil! The cream that
soothes the hemorrhoids of
darkness!*

7 DARKWING DUCK (CONT'D)

(Line 7 ALT)

*The scourge of darkness! The
ingrown hair on the twisted
mustache of evil!*

7 DARKWING DUCK (CONT'D)

(Line 7 ALT)

*The scourge of darkness! The hair-
ball that clogs villainy's shower
drain!*

7 DARKWING DUCK (CONT'D)

(Line 7 ALT)

*The scourge of darkness! The pimple
on injustice's yearbook photo!*

7 DARKWING DUCK (CONT'D)

(Line 7 ALT)

*The scourge of Evil! The hair-ball
that clogs your shower drain!*

7 DARKWING DUCK (CONT'D)

(Line 7 ALT)

*The scourge of Evil! The mysterious
stench in your refrigerator!*

13 DUCKIE

(LINE 13 ALT)

Did you read them?

14 DARKWING DUCK

(LINE 14 ALT)

Of course not!

26 DARKWING DUCK (CONT'D)

(LINE 26 ALT)

Behold!

29 DUCKIE

(LINE 29 ALT)

Your fedora is dry clean only?

WALLA

4A DARKWING DUCK
<PAINED WINCE>
 (Trying to kick down door)

5A DARKWING DUCK (CONT'D)
<SIP and then EUGH>
 (DW took a sip of really
 bad coffee)

8A DARKWING DUCK (CONT'D)
<CHOKING SOUNDS>
 (Giant Alien tentacle
 grabs him by the throat)

8B DARKWING DUCK (CONT'D)
<SCREAMING WALLA>
 (Giant Alien tentacle
 throws him in the air)

8C DARKWING DUCK (CONT'D)
<OOF!>
 (THUD! Darkwing hits the
 ground)

35A DARKWING DUCK (CONT'D)
<SCREAMS!>
 (Reacting to the RC2
 launching and falling
 over the edge)

37B **DUCKIE**
<SCREAMING>
 (Screaming to the RC2 deep
 drop)

40A DARKWING DUCK
<SCREAMING IN TERROR>
 (Speeding out of control
 in the air)

40B **DUCKIE**
<SCREAMING IN TERROR>
 (Speeding out of control
 in the air)

40C DARKWING DUCK
<SCREAMING IMPACT>
 (Reacting to crashing into
 Balloon world)

40D DUCKIE
<SCREAMING IMPACT>
(Reacting to crashing into
Balloon world)

42A DUCKIE (CONT'D)
<SIGH>
(Defeated)